

DAFTAR PUSTAKA

- [1] I. Iriance, "Bahasa inggris sebagai bahasa lingua franca dan posisi kemampuan bahasa inggris masyarakat indonesia diantara anggota mea," *Prosiding Industrial Research Workshop and National Seminar*, vol. 9, pp. 776–783, 2018.
- [2] M. Saville-Troike and K. Barto, *Introducing Second Language Acquisition*. Cambridge University Press, 2017.
- [3] O. Munadzdzofah, "Pentingnya bahasa inggris, china, dan jepang sebagai bahasa komunikasi bisnis di era globalisasi," *VOCATIO : Jurnal Ilmiah Ilmu Administrasi dan Sekretari*, vol. 1, p. 58–73, 03 2018. [Online]. Available: <http://journal.wima.ac.id/index.php/VOCATIO/article/view/1634>
- [4] T. Sartika, "Penggunaan bahasa indonesia dan bahasa inggris sebagai pengantar pembelajaran di indonesia," 01 2019. [Online]. Available: <https://osf.io/preprints/inarxiv/y8tq4/>
- [5] B. Maduwu, "Pentingnya pembelajaran bahasa inggris di sekolah," *Warta Dharmawangsa*, vol. 0, 2016. [Online]. Available: <https://jurnal.dharmawangsa.ac.id/index.php/juwarta/article/view/207>
- [6] M. Sadeghi, "A shift from classroom to distance learning: Advantages and limitations," *International Journal of Research in English Education*, vol. 4, pp. 80–88, 03 2019. [Online]. Available: <http://ijreeonline.com/article-1-132-en.pdf>
- [7] G. Sakkir, S. Dollah, and J. Ahmad, "E-learning in covid-19 situation: Students' perception," *EduLine: Journal of Education and Learning Innovation*, vol. 1, pp. 9–15, 03 2021.
- [8] K. Al-Dosakee and F. Ozdamli, "Gamification in teaching and learning languages: A systematic literature review," *Revista Romaneasca pentru Educatie Multidimensionala*, vol. 13, pp. 559–577, 07 2021.
- [9] A. Mora, D. Riera, C. Gonzalez, and J. Arnedo-Moreno, "A literature review of gamification design frameworks," *2015 7th International Conference on Games and Virtual Worlds for Serious Applications (VS-Games)*, pp. 1–9, 09 2015. [Online]. Available: https://www.researchgate.net/publication/279059823_A_Literature_Review_of_Gamification_Design_Frameworks
- [10] Y.-k. Chou, "Octalysis: Complete gamification framework - yu-kai chou," Yu-kai Chou: Gamification Behavioral Design, 03 2015. [Online]. Available: <https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>

- [11] *Reflection on the Octalysis Framework as a Design and Evaluation Tool*, 04 2022. [Online]. Available: https://www.researchgate.net/publication/361054198_Reflection_on_the_Octalysis_framework_as_a_design_and_evaluation_tool
- [12] T. Sulispera and M. Recard, “Octalysis gamification framework for enhancing students’ engagement in language learning,” *JURNAL DIALEKTIKA PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS*, vol. 8, p. 103–128, 2020. [Online]. Available: <https://journal.peradaban.ac.id/index.php/jdpbi/article/view/670>
- [13] F. Marisa, S. Sakinah, Z. Izzah, A. L. R. David, and A. Aris, “Evaluation of student core drives on e-learning during the covid-19 with octalysis gamification framework,” *International Journal of Advanced Computer Science and Applications*, vol. 11, 2020. [Online]. Available: https://www.researchgate.net/publication/347349384_Evaluation_of_Student_Core_Drives_on_e-Learning_during_the_Covid-19_with_Octalysis_Gamification_Framework
- [14] F. Megawati, “Kesulitan mahasiswa dalam mencapai pembelajaran bahasa inggris secara efektif,” *PEDAGOGIA: Jurnal Pendidikan*, vol. 5, p. 147, 09 2016.
- [15] J. Reinhardt, *Gameful Second and Foreign Language Teaching and Learning*. Springer International Publishing, 2019.
- [16] P. Toledo Palomino, A. M. Toda, W. Oliveira, A. I. Cristea, and S. Isotani, “Narrative for gamification in education: Why should you care?” *2019 IEEE 19th International Conference on Advanced Learning Technologies (ICALT)*, 07 2019.
- [17] “Why gamification narratives matter,” Central, 05 2020. [Online]. Available: <https://central.com/gamification-narratives-matter/>
- [18] K. Seo, S. Fels, M. Kang, C. Jung, and H. Ryu, “Goldilocks conditions for workplace gamification: how narrative persuasion helps manufacturing workers create self-directed behaviors,” *Human-Computer Interaction*, vol. 36, pp. 1–38, 10 2020.
- [19] P. Lowry, J. Gaskin, N. Twyman, B. Hammer, and T. Roberts, “Taking “fun and games” seriously: Proposing the hedonic-motivation system adoption model (hmsam),” *Journal of the Association for Information Systems*, vol. 14, pp. 617–671, 11 2013.
- [20] T. Mai, “Mobile application vs web application: What is different?” Magenest - One-Stop Digital Transformation Solution, 04 2021. [Online]. Available: <https://magenest.com/en/mobile-application-vs-web-application/>

- [21] M. Anafi, "Perkembangan pendidikan bahasa inggris di indonesia," Website Pendidikan Bahasa Inggris UMS Rappang, 10 2020. [Online]. Available: <https://pbi.umsrappang.ac.id/index.php/content/news/perkembangan-pendidikan-bahasa-inggris-di-indonesia>
- [22] Padamu, "Pembelajaran bahasa inggris terpadu di sekolah," Padamu Pendidikan Indonesia, 11 2020. [Online]. Available: <https://www.padamu.net/pembelajaran-bahasa-inggris-terpadu-di-sekolah>
- [23] B. Council, "Learnenglish - british council," LearnEnglish - British Council, 2020. [Online]. Available: <https://learnenglish.britishcouncil.org>
- [24] A. Marczewski, "A revised gamification design framework," *www.gamified.uk*, 2017. [Online]. Available: <https://www.gamified.uk/2017/04/06/revised-gamification-design-framework/>
- [25] A. M. Toda, A. C. T. Klock, W. Oliveira, P. T. Palomino, L. Rodrigues, L. Shi, I. Bittencourt, I. Gasparini, S. Isotani, and A. I. Cristea, "Analysing gamification elements in educational environments using an existing gamification taxonomy," *Smart Learning Environments*, vol. 6, 12 2019.
- [26] B. University, "Memahami skala likert dalam penelitian ilmiah," Accounting, 08 2021. [Online]. Available: <https://accounting.binus.ac.id/2021/08/13/memahami-skala-likert-dalam-penelitian-ilmiah/>
- [27] V. A. Dũng, N. T. N. Anh, and N. T. Huyn, "Building a survey tool to assess consumers' perception and behavior towards green consumption," *VNU JOURNAL OF ECONOMIC AND BUSINESS*, vol. 29, 06 2013. [Online]. Available: <https://js.vnu.edu.vn/EAB/article/view/398>
- [28] T. Editorial, "Pengertian skala likert dan contoh cara hitung kuesionernya," *diedit.com*, 04 2017. [Online]. Available: <https://www.diedit.com/skala-likert/>

U N I V E R S I T A S
M U L T I M E D I A
N U S A N T A R A